1.  A method of selecting a target object in virtual three-dimensional space, comprising:

identifying objects, including the target object, in the virtual three-dimensional space;

5    determining distances between the objects and a point in the virtual three-dimensional space;

prioritizing the objects based on distances and identities of the objects; and

selecting the target object from among the objects based
10   on priority.

2.  The method of claim 1, wherein the objects comprise one or more of a link object and non-link object.

15   3.  The method of claim 2, wherein prioritizing comprises assigning a higher priority to the non-link objects than to the link objects if the distances meet a predetermined criterion.

20   4.  The method of claim 1 wherein:

the objects include a link object; and

prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.

5        5.   The method of claim 4, wherein the predetermined distance comprises 0x1000000.

        6.   The method of claim 1, wherein identifying comprises distinguishing between a link object and a non-link object.

10       7.   The method of claim 1, further comprising:

        receiving coordinates based on a user input; and

        locating the objects in the virtual three-dimensional space based on the coordinates.

15       8.   The method of claim 1, wherein determining the distances comprises obtaining differences between coordinates in the virtual three-dimensional space for the objects and coordinates in the virtual three-dimensional space for the

20      point.

        9.   An apparatus for selecting a target object in virtual three-dimensional space, comprising:

a memory that stores executable instructions; and

a processor that executes the instructions to:

identify objects, including the target object, in

the virtual three-dimensional space;

5          determine distances between the objects and a point

in the virtual three-dimensional space;

prioritize the objects based on distances and

identities of the objects; and

select the target object from among the objects

10     based on priority.

10.  The apparatus of claim 10, wherein the objects

comprise one or more of a link object and non-link object.

11.  The apparatus of claim 9, wherein prioritizing

15     comprises assigning a higher priority to the non-link objects

than to the link objects if the distances meet a predetermined

criterion.

20     12.  The apparatus of claim 9, wherein:

the objects include a link object; and

prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.

13. The apparatus of claim 12, wherein the predetermined distance comprises 0x1000000.

14. The apparatus of claim 9, wherein identifying comprises distinguishing between a link object and non-link object.

15. The apparatus of claim 9, wherein the processor executes instructions to:

receive coordinates based on a user input; and

locate the objects in the virtual three-dimensional space based on the coordinates.

16. The apparatus of claim 9, wherein determining the distances comprises obtaining differences between coordinates in the virtual three-dimensional space for the objects and coordinates in the virtual three dimensional space for the point.

17.  An article comprising a computer-readable medium
that stores executable instructions for selecting a target
object in virtual three-dimensional space, the instructions
causing a machine to:

5          identify objects, including the target object, in the
virtual three-dimensional space;

determine distances between the objects and a point in
the virtual three-dimensional space;

prioritize the objects based on distances and identities
10    of the objects; and

select the target object from among the objects based on
priority.

18.  The article of claim 17, wherein the objects
15    comprise one or more of a link object and non-link object.

19.  The article of claim 18, wherein prioritizing
comprises assigning a higher priority to the non-link objects
than to the link objects if the distances meet a predetermined
20    criterion.

20.  The article of claim 17, wherein:
the objects include a link object; and

prioritizing comprises assigning higher priority to the link object if the link object is closer to the point than a non-link object by a predetermined distance.

5      21.   The article of claim 20, wherein the predetermined distance comprises 0x1000000.

22.   The article of claim 17, wherein identifying comprises distinguishing between a link object and a non-link 10  object.

23.   The article of claim 17, wherein the article further comprises instructions to:

receive coordinates based on a user input; and

locate the objects in the virtual three-dimensional space 15 based on the coordinates.

24.   The article of claim 17 wherein determining the distances comprises obtaining differences between coordinates 20 in the virtual three-dimensional space for the objects and coordinates in the virtual three-dimensional space for the point.